

Thornwood Manor

Search

Page theme



default



light



dark

This open fan-fiction article was started by [Adalwulf of Aedirn](#). Feel free to join the effort and enrich it with your own ideas, as long as you deem yourself knowledgeable enough and respect/do not delete what others wrote.

Thornwood Manor is a large estate in Aedirn, situated along the Blue Mountains north of the Duchy of Dol Blathanna. Originally a military keep, it was deeded to the Witcher Adalwulf of Aedirn by King Demevend III in 1270 as a reward for service. In 1272, the manor serves as both a secure base of operations for the owner and a discreet, high-comfort rest stop for travelers.

- **Status:** Active Knight's Estate
- **Property Tier:** IV (Mansion)
- **Security Rating (SR):** 4 (Due to reinforced walls and active garrison).
- **Renown:** Level 3 (Influential). The manor is known among the professional class for its hospitality and the Witcher's protection.

Contents

1. Infrastructure & Additions
2. Visitor Services
3. Economic & Narrative Context
4. Thornwood Manor Provisions (Example Inventory)
 - 4.1. Common Provisions (Always Available)
 - 4.2. The Ulvenson Special: Exotics & Hunting Gear (Requires DC 15 Check)
 - 4.3. Thornwood Provisions: Alchemical & Botanical Goods

- 4.3.1. Alchemical Equipment & Tomes
(Available to Signed Guests)
- 4.3.2. The Thornwood Apothecary: Mundane
Elixirs & Potions
 - 4.3.2.1. Available Apothecary Stock
- 4.3.3. The Ulverson Special: Pure
Substances (Requires DC 15 Social
Check)
- 4.4. Monster Corpse Processing Services
- 5. The Resident Staff
- 6. Economic Summary (1272 AR)

Infrastructure & Additions

The manor operates with a staff of 18 people, managed by Majordomo Selim Edgar Sadler. Infrastructure includes:

- **Servants' Quarters:** Accommodates the estate's staff.
- **The Alchemist's Glasshouse:** An experimental greenhouse producing rare flora.
- **Witcher's Meditative Garden:** Features crystal-infused meditative zones for HP/Stamina recovery.
- **Armory & Trophy Room:** Currently displays Adalwulf's collection of gear.
- **Stables:** Manned by Alfred Hammer, providing premium care for traveling horses.
- **Criminal's Smuggling Den:** Represents the discreet network used to move exotic goods.

Visitor Services

Travelers on the Path—be they merchants, bards, or fellow witchers—may petition for entry.

- **The Guestbook:** Visitors are invited to sign the **Thornwood Ledger** in the main hall. Those who sign are officially recognized as "Guests of the Ulvensons," granting them future access to the manor's forge, laboratory, and secure grounds. Signing the ledger grants +1 Renown with the Ulverson family.

- **Provisioning:** Majordomo Selim manages a limited store of supplies for travelers. Common provisions are available to any signed guest, while rare alchemical reagents are reserved for those who can prove their need—or their influence—through a successful **DC 15 Social Etiquette or Persuasion check**.
- **Professional Services:** The estate offers use of the *Alchemy Laboratory* (for a fee) and expert repairs provided by the staff at the *Master Forge* at a 50% discount compared to city smiths.
- **Standard Rest:** Travelers may rent rooms in the main house. The *Padded Beds* and *Armchair* comforts allow guests to recover an additional +1 Stamina and +2 HP per day.

Economic & Narrative Context

- **Economic Summary:** Because it is a Knight's Estate, the Aedirnian Crown covers the 2,680 Crown monthly upkeep and payroll. The Smuggling Den and Glasshouse generate a monthly surplus of 1,000–2,000 Crowns, which Adalwulf uses to maintain the *Marshal Watch* keep in the mountains.
- **Narrative Hooks:**
 - **The Witcher's Absence:** Guests are hosted by the Majordomo. Troublemakers are dealt with by the Garrison Guards.
 - **The Hidden Keep:** Travelers may hear of *Marshal Watch*. Loyal guests may be invited to use the keep as a secure hideout.

Thornwood Manor Provisions (Example Inventory)

Majordomo Selim manages a store of supplies for travelers. The items available draw from the manor's own alchemical glasshouse and the underground smuggling network. Common provisions are available to any signed guest, while specialized gear and rare exotics are reserved for those who can prove their influence through a successful **DC 15 Social Etiquette or Persuasion check**.

Common Provisions (Always Available)

These everyday items and rations are available to any traveler who has signed the guestbook.

Item Name	Description	Cost
Trail Rations (1 Day)	Completely satisfies hunger and nutritional needs for a full 24 hours. Heavily salted or dried to prevent spoiling.	5 Crowns
Hearty Tavern Stew	A thick, boiling hot stew made of root vegetables, bone broth, and whatever meat the innkeeper had available today.	6 Crowns
Dried Fruit & Nuts	A lightweight leather pouch of dehydrated apricots, raisins, walnuts, and almonds. Excellent for quick energy on the Path without needing to break camp.	8 Crowns
Blanket	A warm, woven blanket with straps so it can be rolled up and tied.	10 Crowns
Component Pouch	A small, watertight leather belt pouch that has compartments to hold material components and special items.	25 Crowns

The Ulvenson Special: Exotics & Hunting Gear (Requires DC 15 Check)

These rare alchemical substances, luxury items, and specialized monster-hunting tools are heavily restricted.

Item Name	Description	Cost
Scent-Masking Salve	A thick, foul-smelling alchemical wax that completely neutralizes the wearer's natural scent profile for 1d4 hours. Beasts or hounds tracking via scent suffer a -3 penalty to Awareness checks.	45 Crowns (Per Tin)
	A small, perforated brass sphere filled with	

	Grave-Robber's Pomander	intensely pungent, alchemically treated herbs. Grants the wearer immunity to the Nauseated condition when dealing with rotting corpses, raw sewage, or exploring Necrophage lairs.	45 Crowns	
	Tracker's Blood-Bait	A tightly sealed glass jar of alchemically fermented offal, marrow, and monster blood, designed to perfectly mimic the scent of a fresh battlefield. Any Beast, Insectoid, or Necrophage within 500m must make a DC 16 WILL check or be immediately compelled to investigate.	65 Crowns	
	Beast-Harvester's Syringe Kit	A specialized leather roll containing heavy-duty, reinforced glass syringes, brass plungers, and vacuum-sealed vials. Grants a permanent +2 bonus to First Aid or Wilderness Survival checks when attempting to safely harvest liquid monster components.	85 Crowns	
	Silver-Lined Flask	A heavy, ornate drinking flask lined entirely with pure silver. Purifies water over 24 hours and the rim tarnishes to warn the drinker if poison or cursed liquids are placed inside.	120 Crowns	
	Toussaint Truffles	Incredibly rare, aromatic fungi dug up by trained boars in the duchy of Toussaint. When prepared for a banquet or shared with nobility, it grants a massive +3 bonus to Charisma, Seduction, and Business checks.	150 Crowns	
	Mandrake Cordial	A strong, alchemical spirit distilled from Mandrake roots by a singular mysterious brewer known as 'R'. The magical root grants a +1 to Resist Magic for 1d4 hours.	50 Crowns (Mug)	
	Mandrake Root	Raw, rare alchemical roots freshly harvested for potion crafting.	65 Crowns	

Thornwood Provisions: Alchemical & Botanical Goods

Because Thornwood utilizes an Alchemist's Glasshouse and an advanced Alchemy Laboratory, Majordomo Selim offers highly refined, pure botanical components and specialized alchemical equipment rather than just standard, unrefined roots and petals.

Alchemical Equipment & Tomes (Available to Signed Guests)

Item Name	Description	Cost
Distillation Chamber (Official, but part of Free DLC)	A complex set of tubes and chambers which can be used with any alchemical ingredient to increase its potency. By taking 1 hour, the user can place up to 10 units of an alchemical ingredient into the Distillation Chamber and make a DC:14 Alchemy check. If successful, the Distillation Chamber transforms the ingredients into an equal number of units of the pure substance.	100 Crowns
Forager's Guide (Official, but part of Free DLC)	A pocket-sized leather journal with information about the plants and minerals of the Continent. When referenced while foraging for an ingredient, the Forager's Guide lowers the DC to forage by 2 and increases the number of units found by the foraging check by 2.	50 Crowns
Medical Censer (Official, but part of Free DLC)	A covered metal brazier on a chain which disperses smoke across an area. A Medical Censer can be loaded with single type of Alchemical Item and lit to spread their effects through infused smoke or steam. The effects of an Alchemical Item placed into a Medical Censer affect every creature within 6m of the Censer including the person holding the censer.	80 Crowns

The Thornwood Apothecary: Mundane Elixirs & Potions

While traditional Witcher potions are fiercely guarded and highly toxic, the manor's laboratory brews "mundane" elixirs and potions. These concoctions use magically reactive alchemical compounds and fifth essence to alter the imbiber's physiology in desirable ways.

- These elixirs are perfectly safe for non-mutants to ingest.
- They safely affect humans, elves, dwarves, and other races.
- Halflings are uniquely magic-resistant and cannot benefit from any Elixir or Mundane Potion, no matter how many they drink. Halflings can, however, still be affected by the toxicity of the elixirs.
- Non-mutants are affected by having a toxicity score above 100% in the exact same way a Witcher is.

Available Apothecary Stock

(Note: These items are considered Rare and require a DC 15 Social Etiquette or Persuasion check for travelers to purchase from the Majordomo).

Item Name	Description	Toxicity	Cost
Vitality Potion	(Official, but part of Free DLC) Allows the imbiber to ignore the penalties of being in their Wound Threshold for 2d6 rounds.	50%	85 Crowns
Endurance Potion	(Official, but part of Free DLC) Allows the imbiber to immediately regain 3d6 Stamina.	50%	75 Crowns
White Raffard's Decoction	(Official, but part of Free DLC) A mundane variant that allows the imbiber to regenerate 1 point of Health per round for 4d6 rounds.	50%	95 Crowns
Lightning Elixir	(Official, See Tome of Chaos)	75%	75 Crowns

Mongoose Elixir	(Official, See Tome of Chaos)	50%	50 Crowns
Tempest Elixir	(Official, See Tome of Chaos)	50%	52 Crowns
Strider Elixir	(Official, See Tome of Chaos)	50%	64 Crowns

The Ulvenson Special: Pure Substances (Requires DC 15 Social Check)

Rather than selling raw herbs, the manor's staff processes the Glasshouse's yield into highly potent, desiccated powders. When properly processed an alchemical substance can be distilled and desiccated into a fine, colored powder which is far more potent than a mash of celandine flowers or the boiled remains of a grave hag's ear. Each unit of a pure substance counts as two units of the same substance and only weighs .1kg per unit.

Item Name	Description	Cost
Pure Aether (Official, but part of Free DLC)	Distilled from items like Berbercane Fruit or Hellebore Petals. Poor Availability.	50 Crowns
Pure Caelum (Official, but part of Free DLC)	Distilled from items like Bryonia or Green Mold. Poor Availability.	50 Crowns
Pure Fulgur (Official, but part of Free DLC)	Distilled from raw Fulgur components. Rare Availability.	100 Crowns
Pure Hydragenum (Official, but part of Free DLC)	Distilled from items like Cortinarius or Mistletoe. Rare Availability.	100 Crowns
Pure Quebrith (Official, but part of Free DLC)	Distilled from items like Balisse Leaves or Fool's Parsley. Poor Availability.	50 Crowns

Pure Rebis (Official, but part of Free DLC)	Distilled from items like Celandine or Han Fiber. Rare Availability.	100 Crowns
Pure Sol (Official, but part of Free DLC)	Distilled from items like Verbena or Wolf's Aloe Leaves. Rare Availability.	100 Crowns
Pure Vermilion (Official, but part of Free DLC)	Distilled from items like Mandrake Root or Wolfsbane. Rare Availability.	100 Crowns
Pure Vitriol (Official, but part of Free DLC)	Distilled from items like Balisse Fruit, Barley, or White Myrtle Petals. Poor Availability.	50 Crowns

GM Note: By offering Distillation Chambers and Pure Substances, Thornwood Manor becomes an incredibly valuable pit-stop for heavily invested Alchemy and Crafting players who need to maximize their inventory efficiency and craft high-end items on the road.

Monster Corpse Processing Services

Rather than just selling raw materials, Majordomo Selim and the estate's alchemists offer highly specialized rendering and taxidermy services for monster hunters returning from the Path.

- **Mutagen Extraction (Savolla's Method):** The estate's alchemists utilize a spell known as Savolla's Method to break down the tissue and mucous membranes of a monster corpse. This process makes it easier to find and extract mutagenic compounds. The extraction itself requires a DC:14 Alchemy or Witcher Training Check.
- **Magical Taxidermy (Imbue Trophy):** The estate offers an advanced ritual to properly prepare and taxidermize the remains of an adult monster. By doing so, a single non-enchanted trophy becomes a permanent magical trophy. This grants the wearer a specific magical benefit as long as they are physically touching the trophy. Carrying one of these completed magical trophies also grants +1 Reputation as a slayer of monsters.

The Resident Staff

The manor runs with clockwork precision under the management of the staff hired in 1272:

- **Majordomo:** Selim Edgar Sadler.
- **Domestic Staff:** Baxter Chafter (Head Butler), Alfred Conner (Butler-in-training), Portia Lorimer (Head Maid), Helene Fowler, Selena Lister, Veronica Forester, Camilla Tasker, Preston Cook, Watson Knight, Edmund Redman.
- **Grounds & Stable:** Hobbes Warner (Head Gardener) and Alfred Hammer (Stablemaster).

Economic Summary (1272 AR)

- **Crown Subsidy:** Because Thornwood is a Knight's Estate, the Aedirnian Crown covers the 2,680 Crown monthly upkeep and payroll.
- **Surplus Revenue:** The Smuggling Den and Glasshouse generate a monthly surplus of 1,000–2,000 Crowns, which Adalwulf uses to maintain the **Marshal Watch** keep in the mountains.



[BreezeWiki source code](#)

[Documentation and more information](#)

[Chat / Bug reports / Feature requests](#)

This unofficial instance is based off the BreezeWiki source code, but is not controlled by the code developer.

This page displays proxied content from [https://the-witcher-](https://the-witcher-rpg.fandom.com/wiki/Thornwood_Manor)

[rpg.fandom.com/wiki/Thornwood_Manor](https://the-witcher-rpg.fandom.com/wiki/Thornwood_Manor).

Text content is available under the CC-BY-SA license, [see license info](#). Media files may have different copying restrictions.

Fandom is a trademark of Fandom, Inc.
BreezeWiki is not affiliated with Fandom.